

55. The gaming device of claim 44, wherein the initially displayed symbol is rotated in conjunction with a graphical display to reveal the initially hidden symbol.

56. The gaming device of claim 44, which includes a graphical display of how many rotatable hidden symbols are associated with the rotatable symbol set.

57. The gaming device of claim 44, which includes a plurality of initially hidden symbols that are, upon a randomly determined event, sequentially revealed upon the rotation of the initially displayed symbol and each previously revealed initially hidden symbol.

58. The gaming device of claim 44, which includes a plurality of initially hidden symbols that are, upon at least one player input, sequentially revealed upon the rotation of the initially displayed symbol and each previously revealed initially hidden symbol.

59. The gaming device of claim 44, which includes a first award evaluation using the initially displayed symbol and a second award evaluation using the initially hidden symbol.

60. The gaming device of claim 44, wherein the rotatable set appears on one of the reels as a geometrical shape.

61. A gaming device comprising:

a display device; and

a first set of symbols displayed by the display device on a plurality of reels, wherein at least one of the symbols appearing in the first set includes an initially displayed symbol and at least one initially hidden symbol, wherein one of the initially hidden symbols is revealed upon a removal of the initially displayed symbol so that a second set of visible symbols appears on the display device.

62. The gaming device of claim 61, wherein the initially hidden symbols are selected from the plurality of symbols before the first set of visible symbols appears on the display device.

63. The gaming device of claim 61, wherein the number of initially hidden symbols included with the initially displayed symbol is determined before the first set of visible symbols appears on the display device, and wherein the initially hidden symbol that is revealed upon the removal of the initially displayed symbol is determined after the first set of visible symbols appears on the display device.

64. The gaming device of claim 61, which includes a plurality of slot machine reels displayed on the display device, each reel including a plurality of the symbols.

65. The gaming device of claim 61, wherein a second one of the initially hidden symbols is revealed upon a removal of the initially hidden symbol that replaced the initially displayed symbol, so that a third set of visible symbols appears on the display device.

66. The gaming device of claim 65, wherein at least one of the first, second and third sets of symbols is evaluated to determine if a payout is provided to the player.

67. The gaming device of claim 61, wherein the initially displayed symbol is removed upon a triggering event and the second removal occurs due to the same triggering event.

68. The gaming device of claim 61, wherein the initially displayed symbol is removed upon the random appearance of the initially displayed symbol in the first set of symbols.

69. The gaming device of claim 61, wherein each of the initially hidden symbols are automatically and sequentially revealed upon the random occurrence of the initially displayed symbol in the first set of symbols.

70. The gaming device of claim 61, wherein the initially displayed symbol is removed upon the random occurrence of the initially displayed symbol in the first set of symbols and upon a player input.

71. The gaming device of claim 61, wherein each of the initially hidden symbols are sequentially revealed upon the random appearance of the initially displayed symbol in the first set of symbols and upon a player input.

72. The gaming device of claim 71, which includes an input that enables the player to end the sequential display before each of the initially hidden symbols are revealed.

73. The gaming device of claim 61, wherein the initially displayed symbol and the plurality of initially hidden symbols are revealed in a rotating order on the display device.

74. A gaming device comprising:

a display device that displays a first set of symbols on a plurality of reels;

a first payout provided to the player if the first set of symbols yields the first payout;

at least one of the symbols appearing in the first set including an initially displayed symbol and at least one initially hidden symbol, wherein one of the initially hidden symbols is revealed when the initially displayed symbol is removed so that a second set of symbols appears on the display device; and

a second payout provided to the player if the second set of symbols yields the second payout.

75. The gaming device of claim 74, wherein a second one of the initially hidden symbols is revealed upon the removal of the initially hidden symbol so that a third set of visible symbols appears on the display device, and which includes a third payout provided to the player if the third set of visible symbols yields the third payout.

76. The gaming device of claim 74, wherein the first and second removals occur upon a single triggering event.

77. A method of operating a gaming device comprising the steps of:

(a) providing a plurality of symbols;

(b) randomly displaying a first set of symbols from the plurality of symbols;

(c) determining if at least one initially hidden symbol is associated with one of the displayed symbols; and

(d) if so, removing the associated initially displayed symbol to reveal the initially hidden symbol to create a second set of symbols from the plurality of symbols.

78. The method of claim 77, which includes removing the initially displayed symbol upon a player input.

79. The method of claim 77, which includes sequentially removing displayed symbols to reveal each of the initially hidden symbols and evaluating each new set of symbols to determine if a win for a player occurs.

80. The method of claim 77, which includes sequentially removing the displayed symbols upon at least one player input.

81. The gaming device of claim 77, which includes sequentially removing a displayed symbol to reveal one of the initially hidden symbols until a player decides not to use any remaining initially hidden symbols.